

FIG. 1

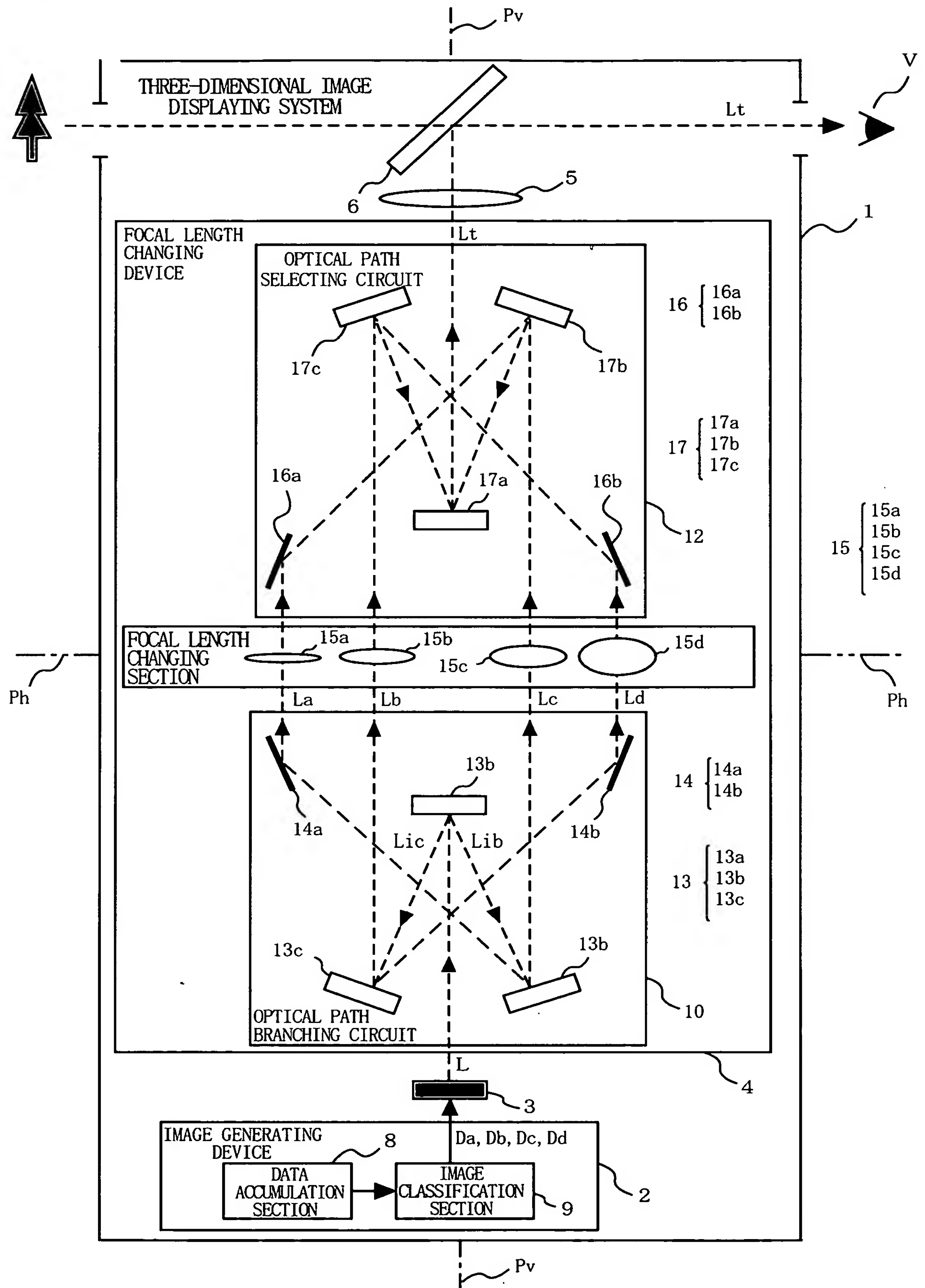


FIG. 2A

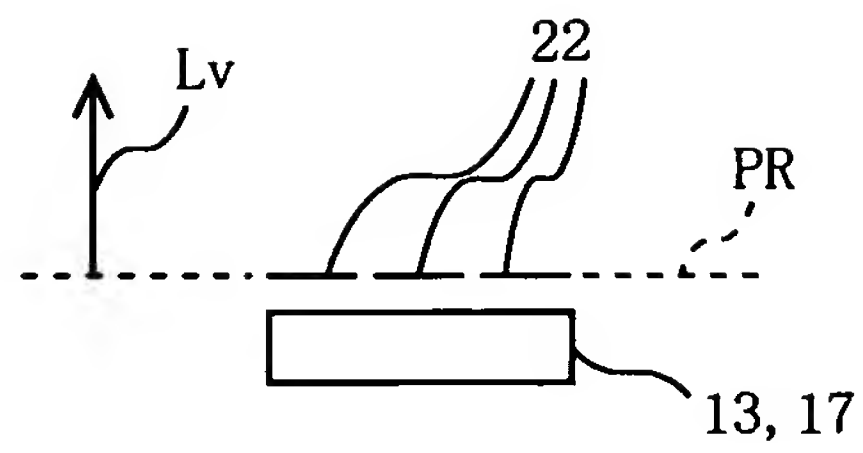


FIG. 2B

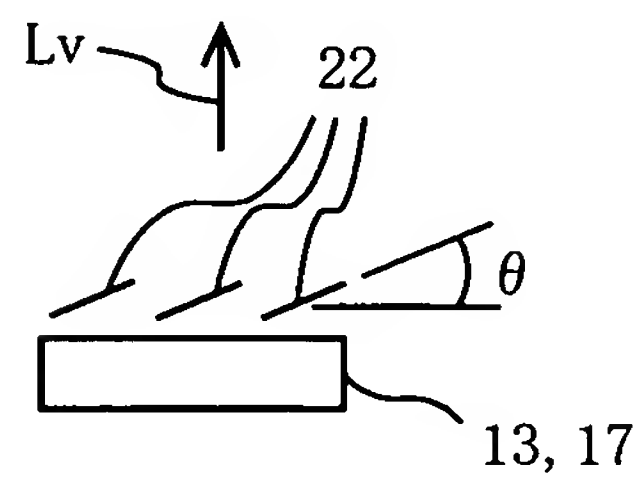


FIG. 2C

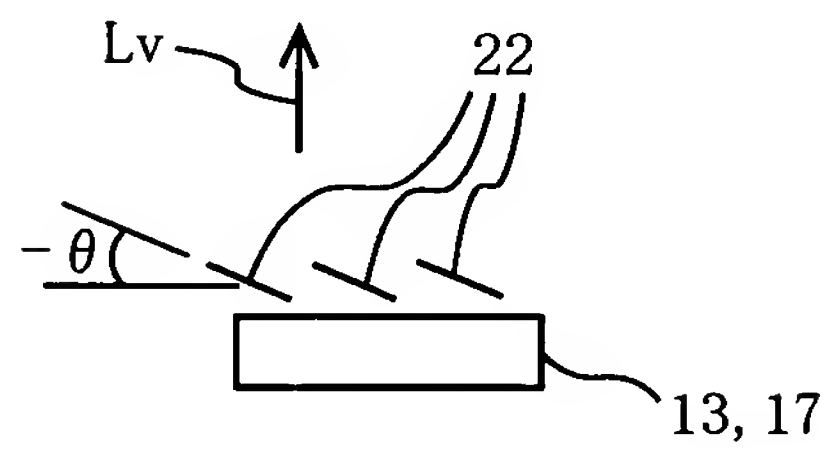


FIG. 2D

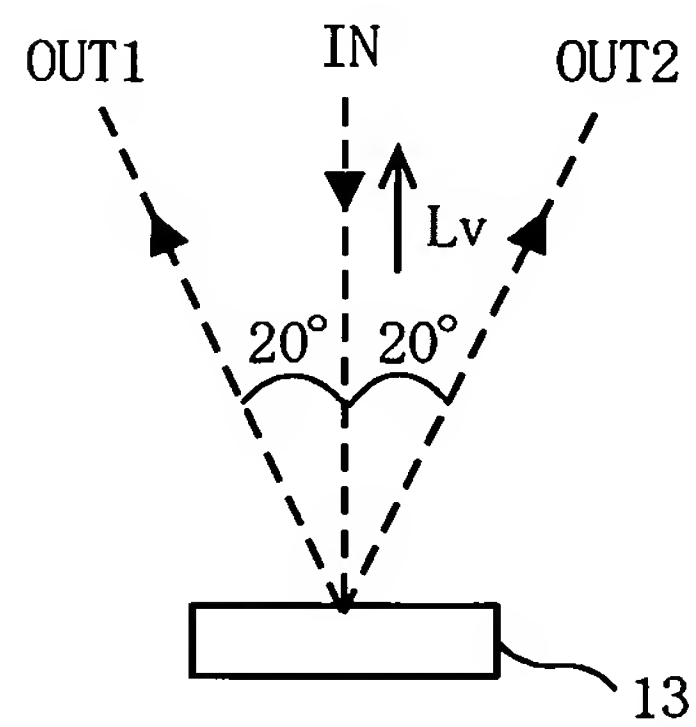
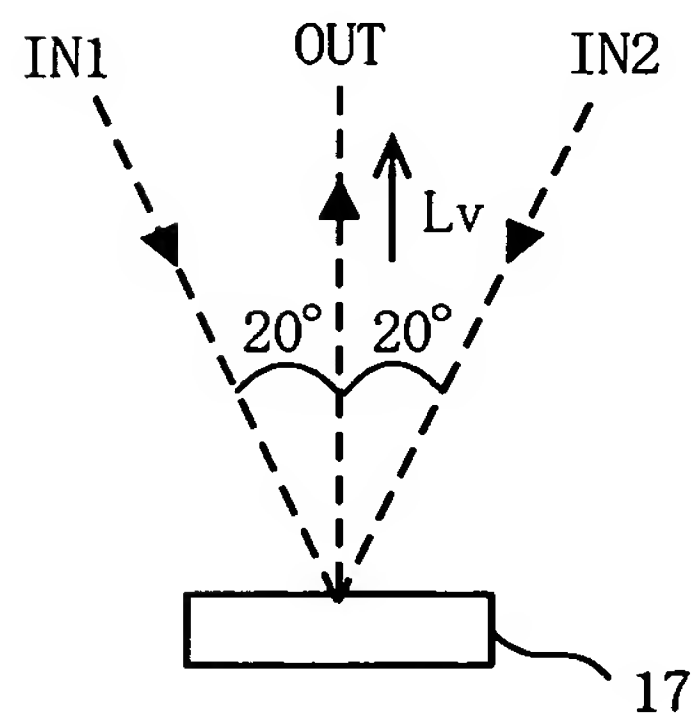
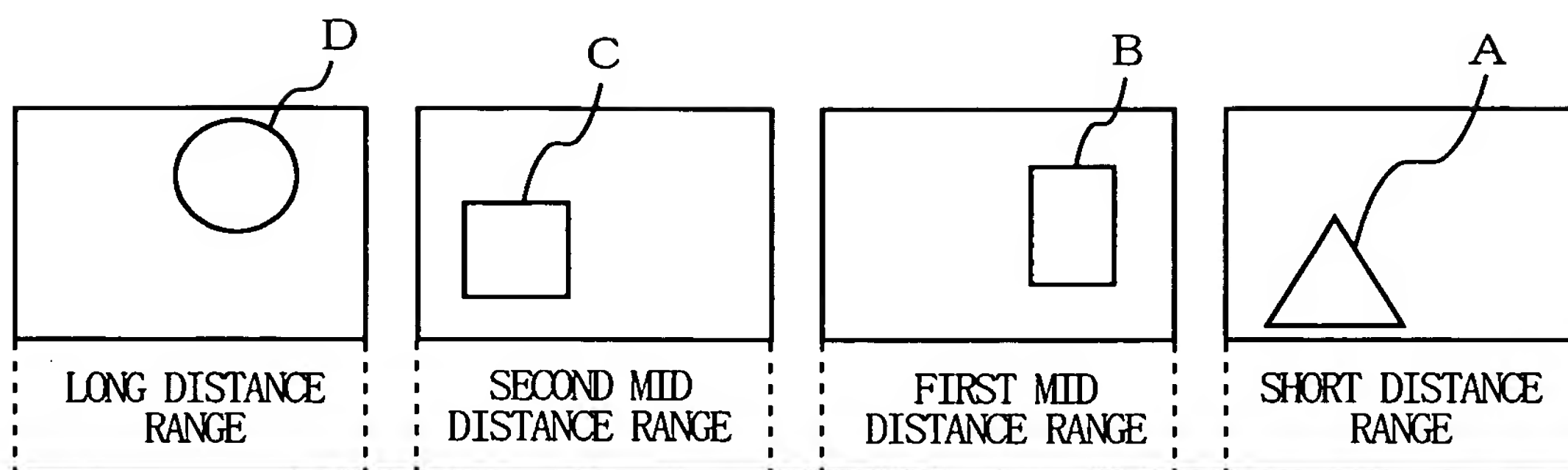


FIG. 2E



F I G . 3



F I G . 4

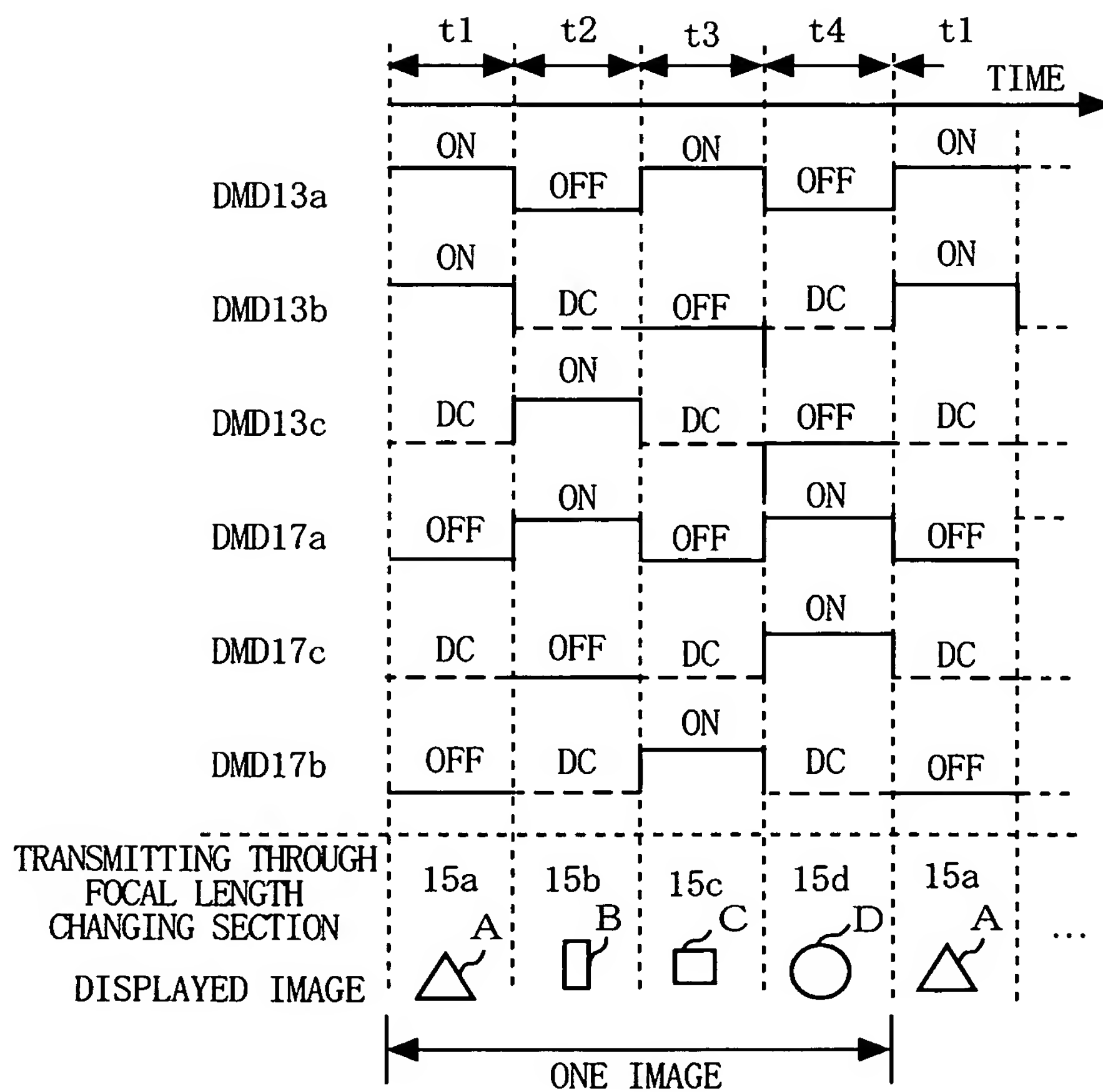


FIG. 5

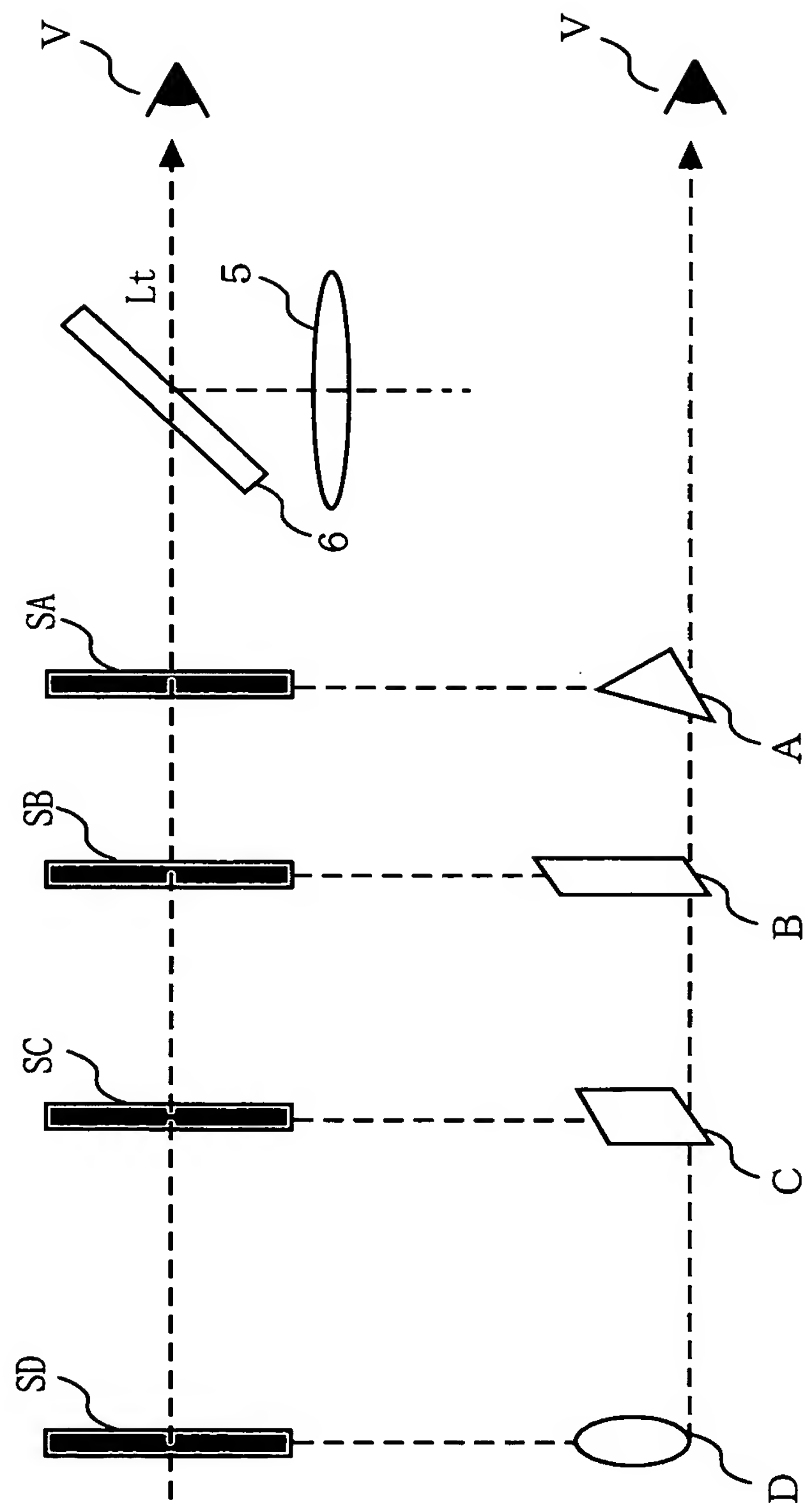


FIG. 6

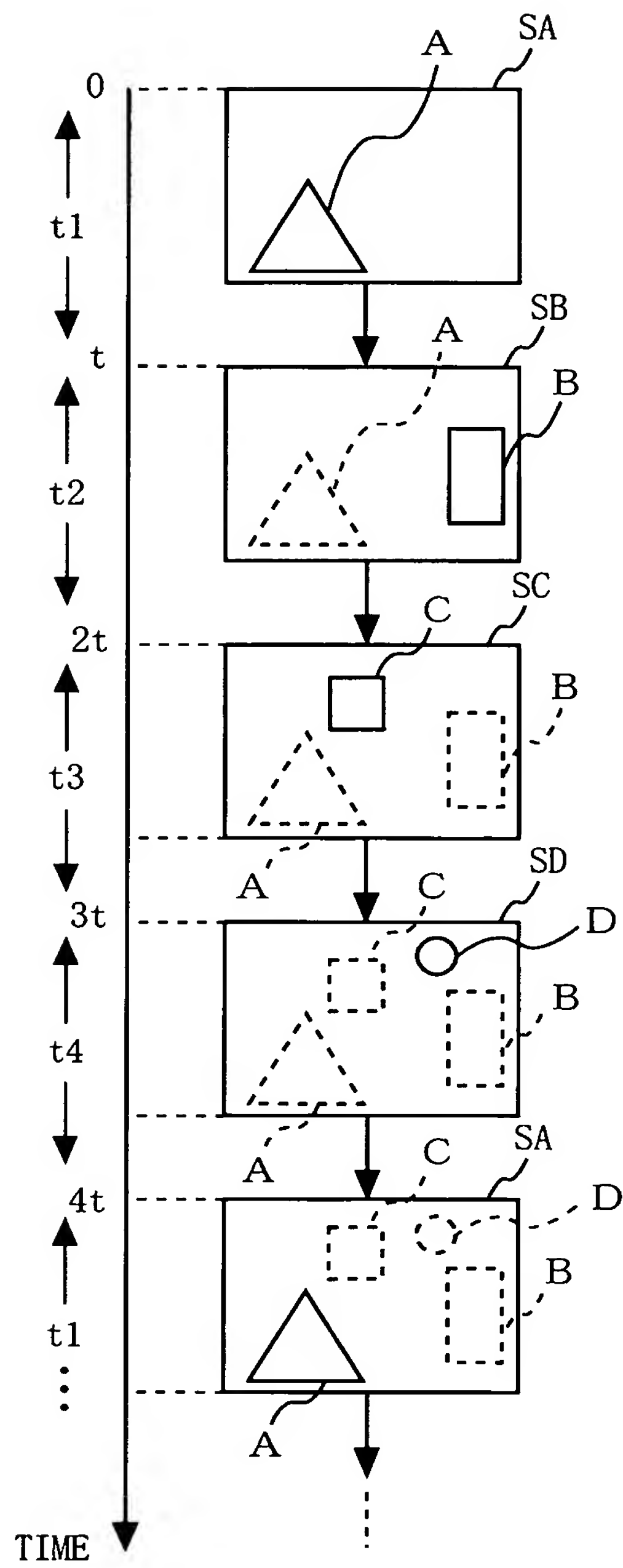


FIG. 7

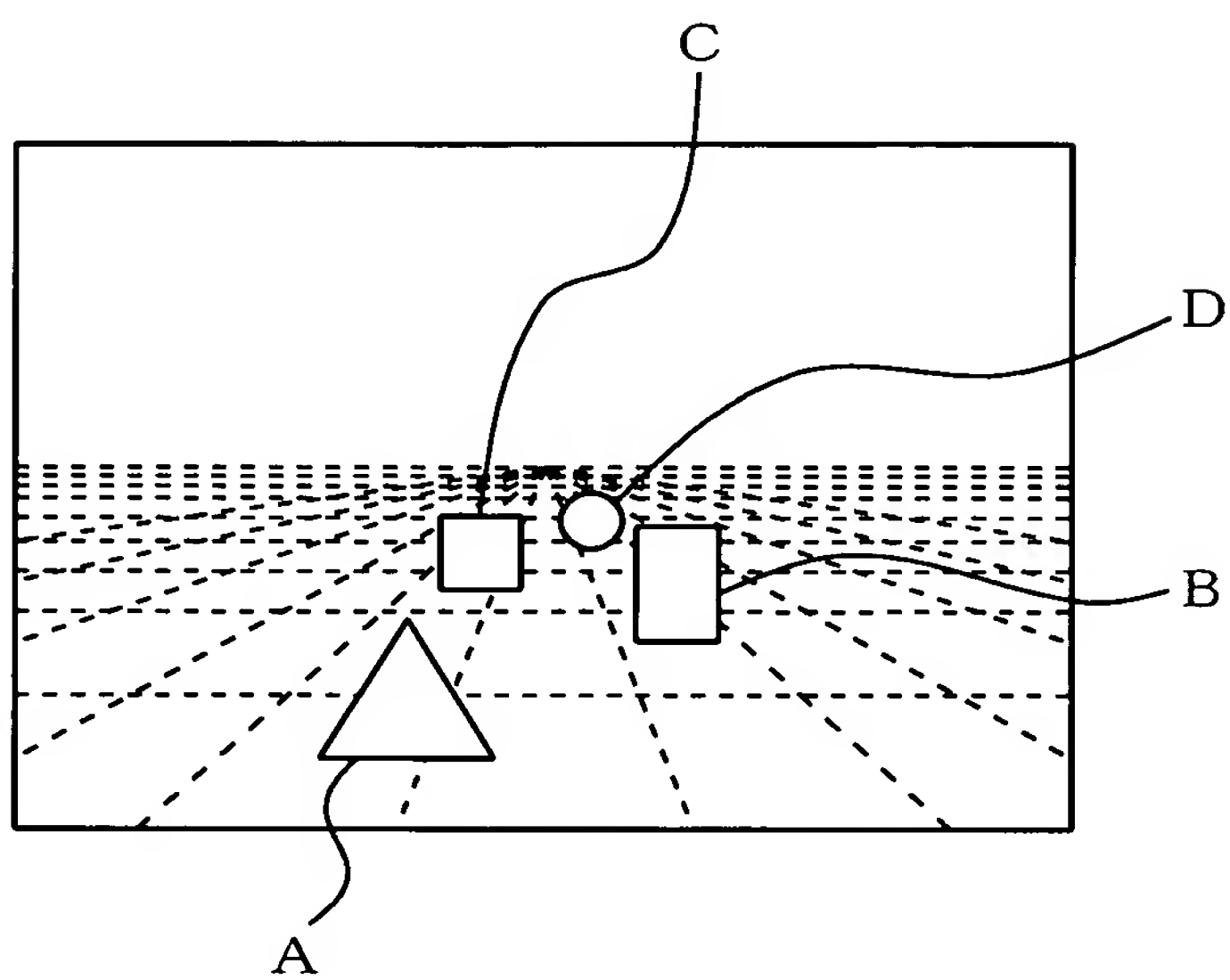


FIG. 8

	QUANTITY OF LIGHT RECEIVED AT VIRTUAL SCREEN (COMPARISON WITH LIGHT SOURCE)			
	VIRTUAL SCREEN FOR SHORT DISTANCE	FIRST MID DISTANCE VIRTUAL SCREEN	SECOND MID DISTANCE VIRTUAL SCREEN	LONG DISTANCE VIRTUAL SCREEN
THREE-DIMENSIONAL IMAGE DISPLAYING SYSTEM 1	32% (VIRTUAL SCREEN SA)	32% (VIRTUAL SCREEN SB)	32% (VIRTUAL SCREEN SC)	32% (VIRTUAL SCREEN SD)
CONVENTIONAL HALF MIRROR SUPERPOSITION METHOD	50% (HALF MIRROR 230S)	25% (HALF MIRROR 230I)	13% (HALF MIRROR 230Ib)	13% (HALF MIRROR 230L)

F I G . 9

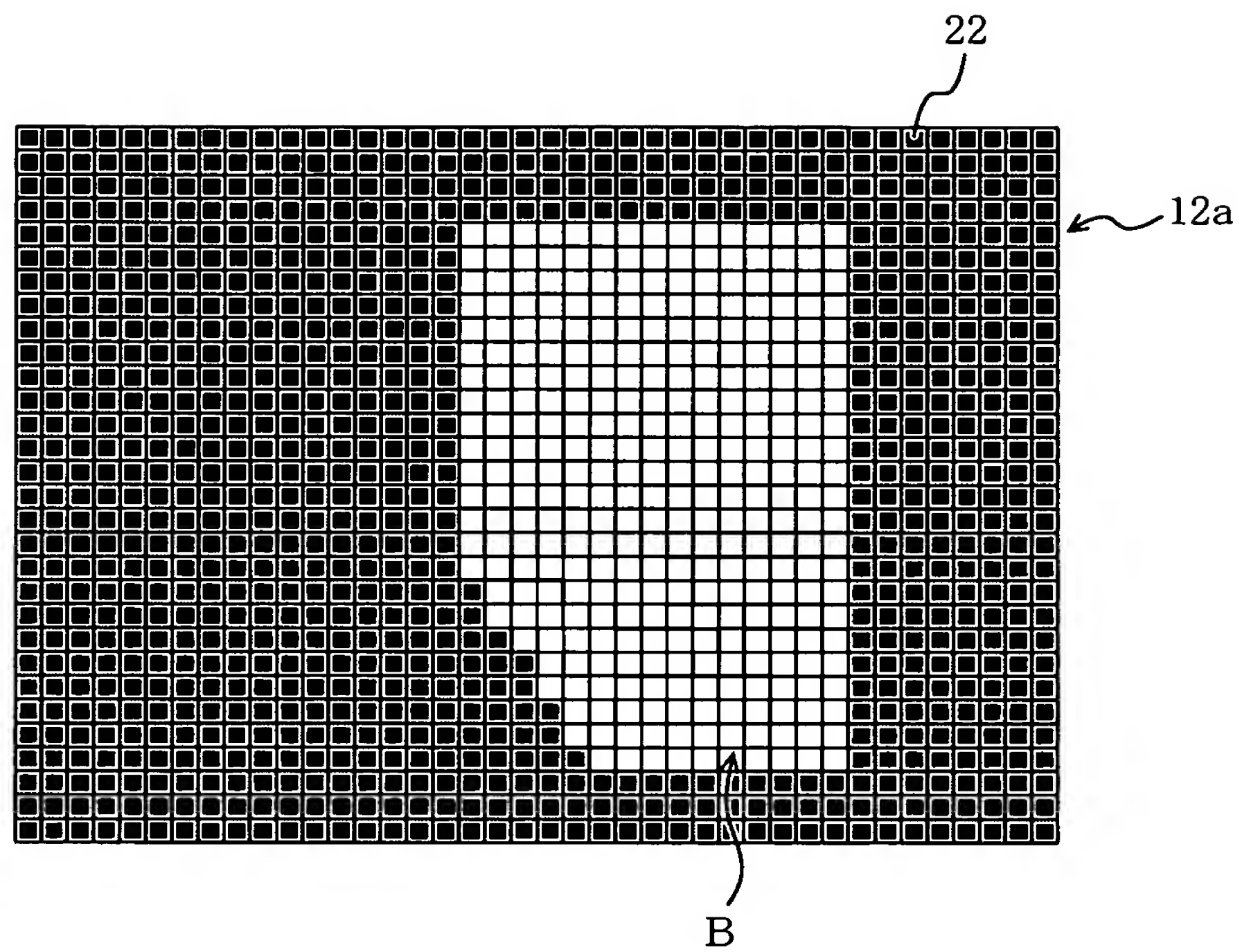




FIG. 10A

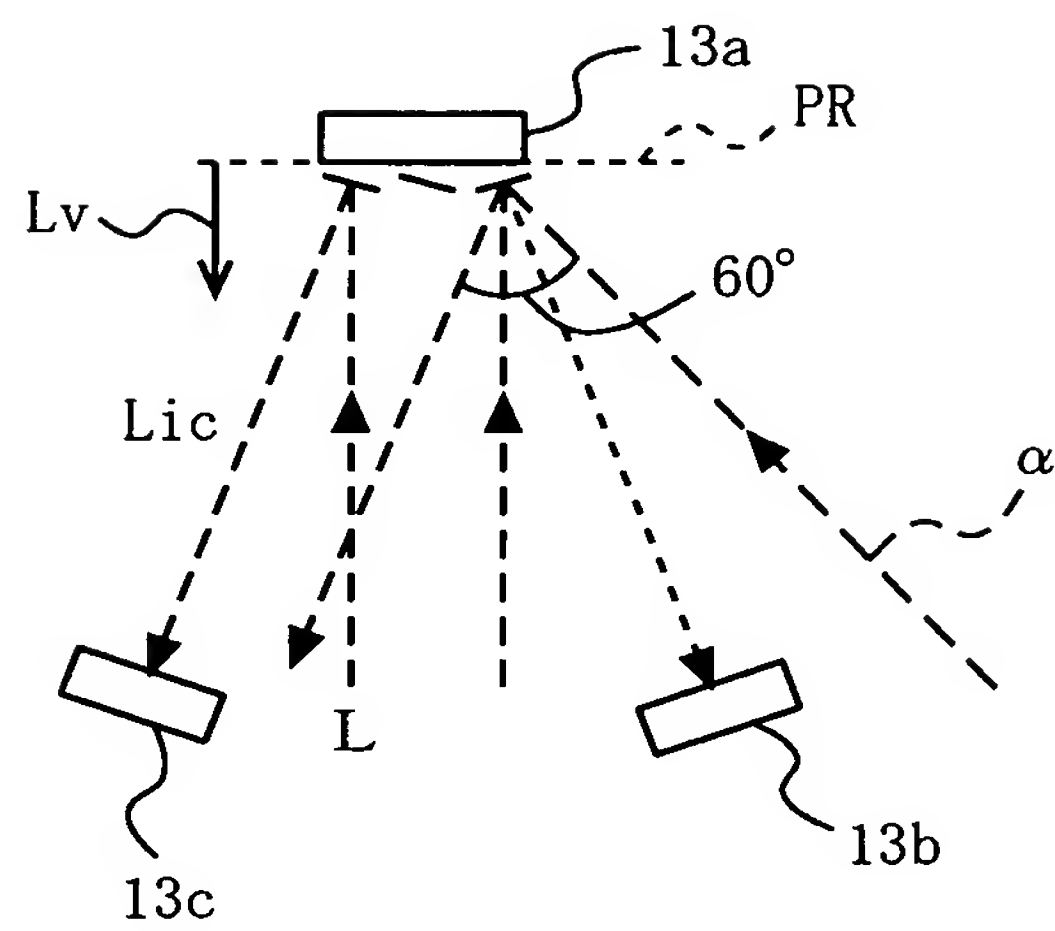
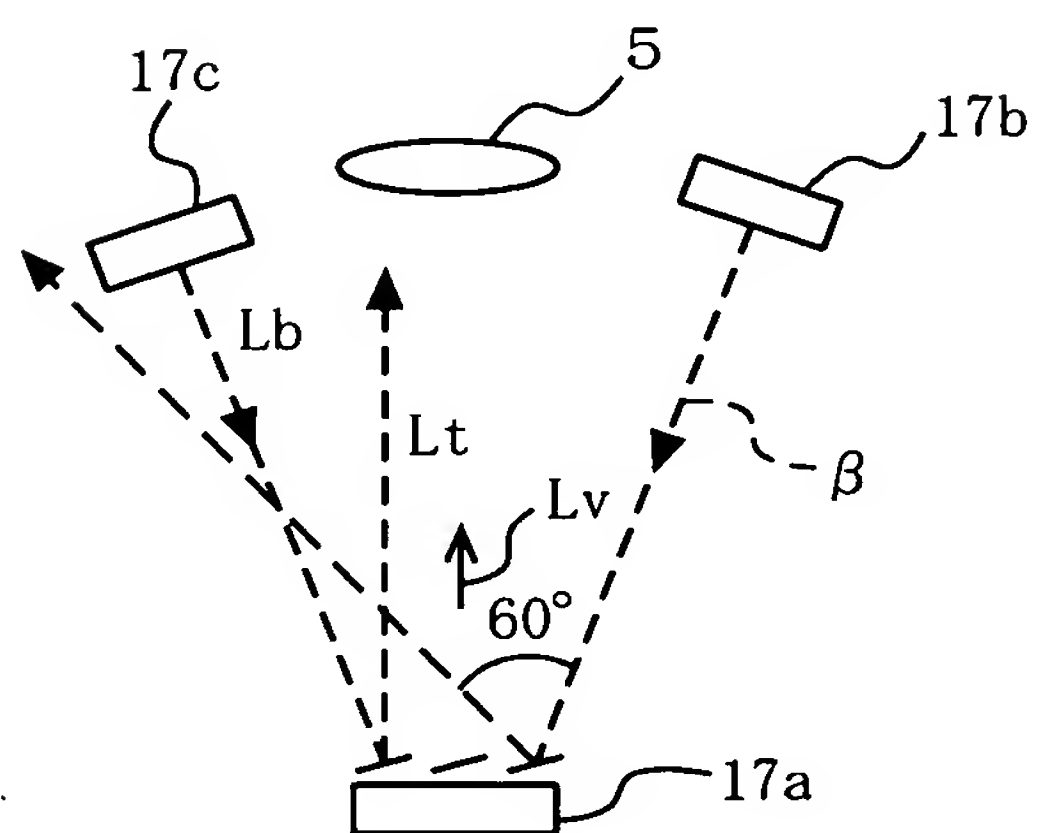
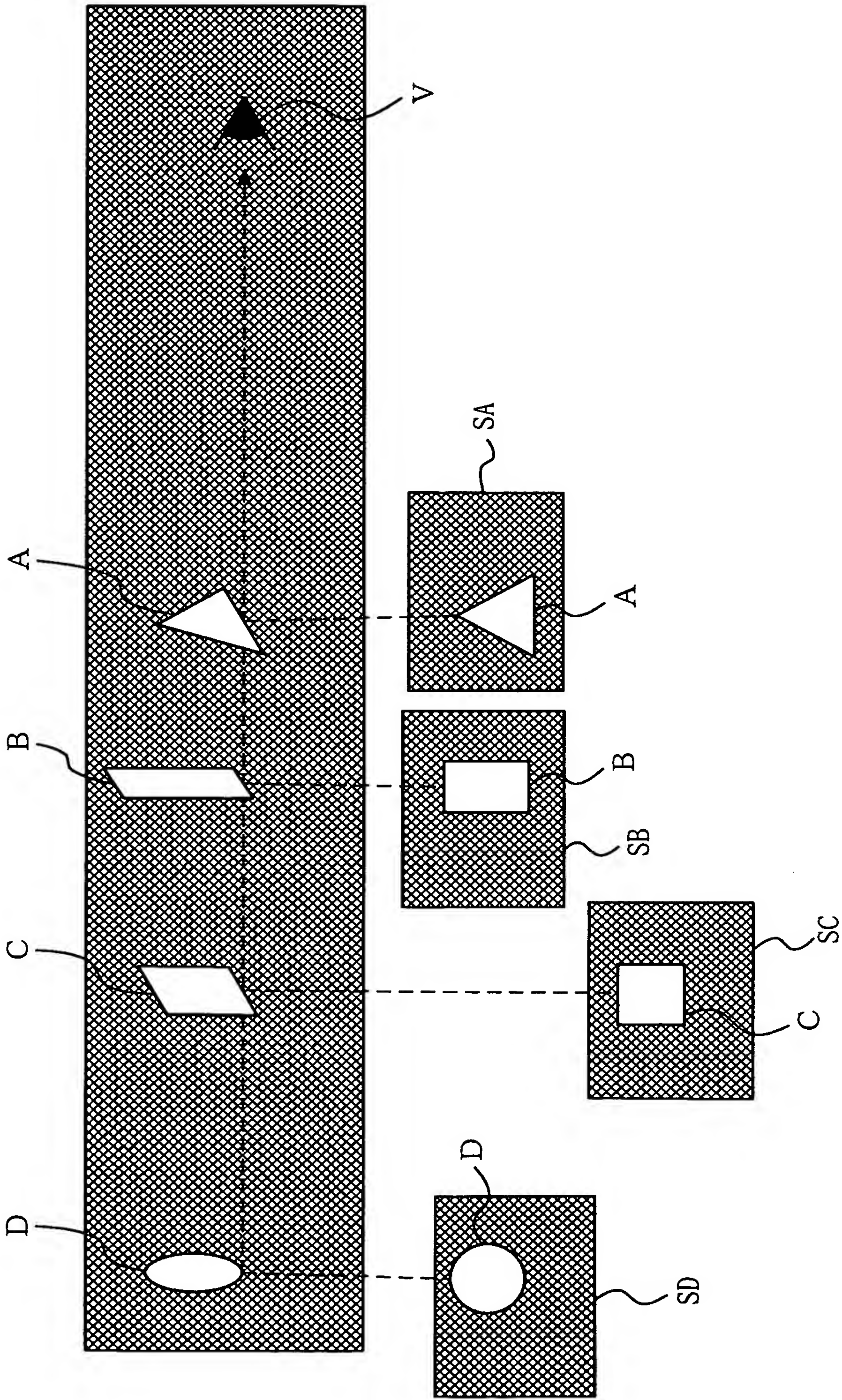


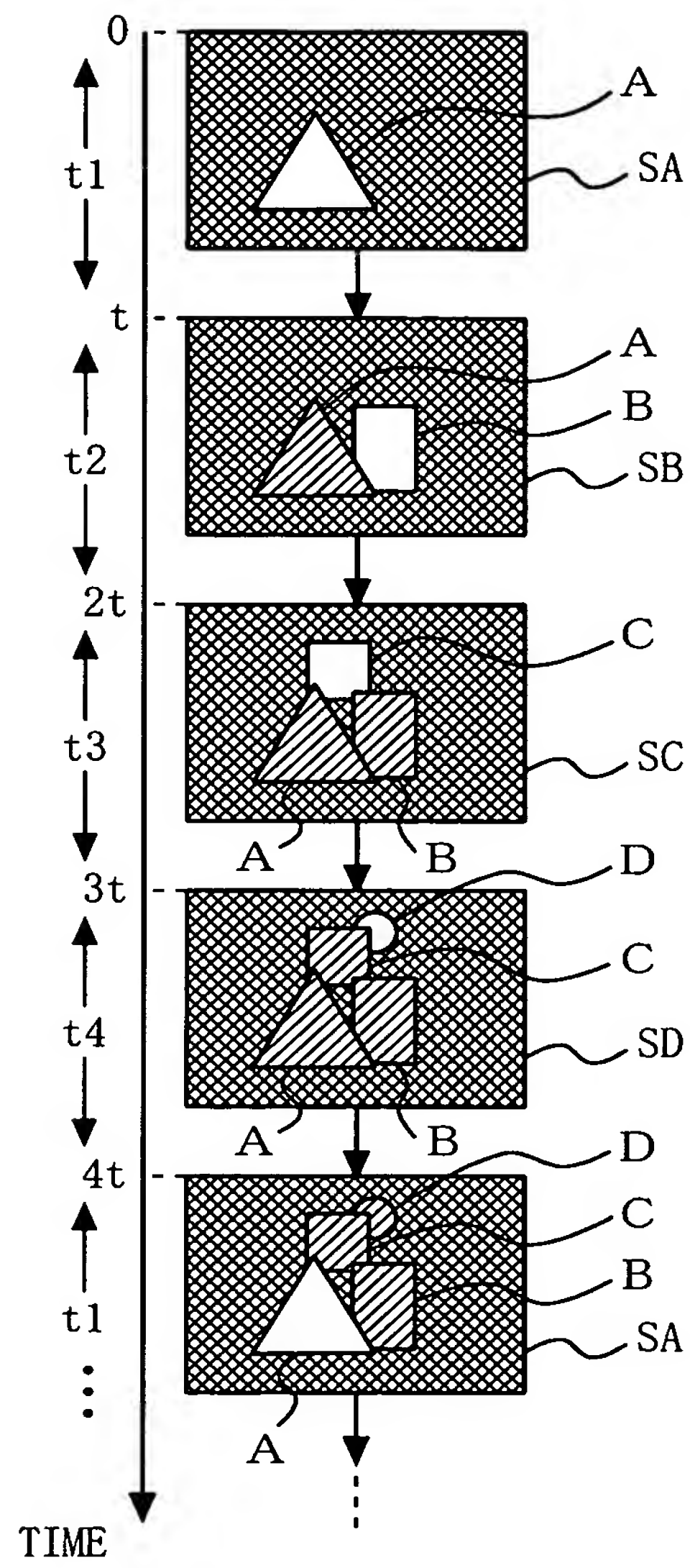
FIG. 10B



F I G. 1 1



F I G. 1 2



F I G. 1 3

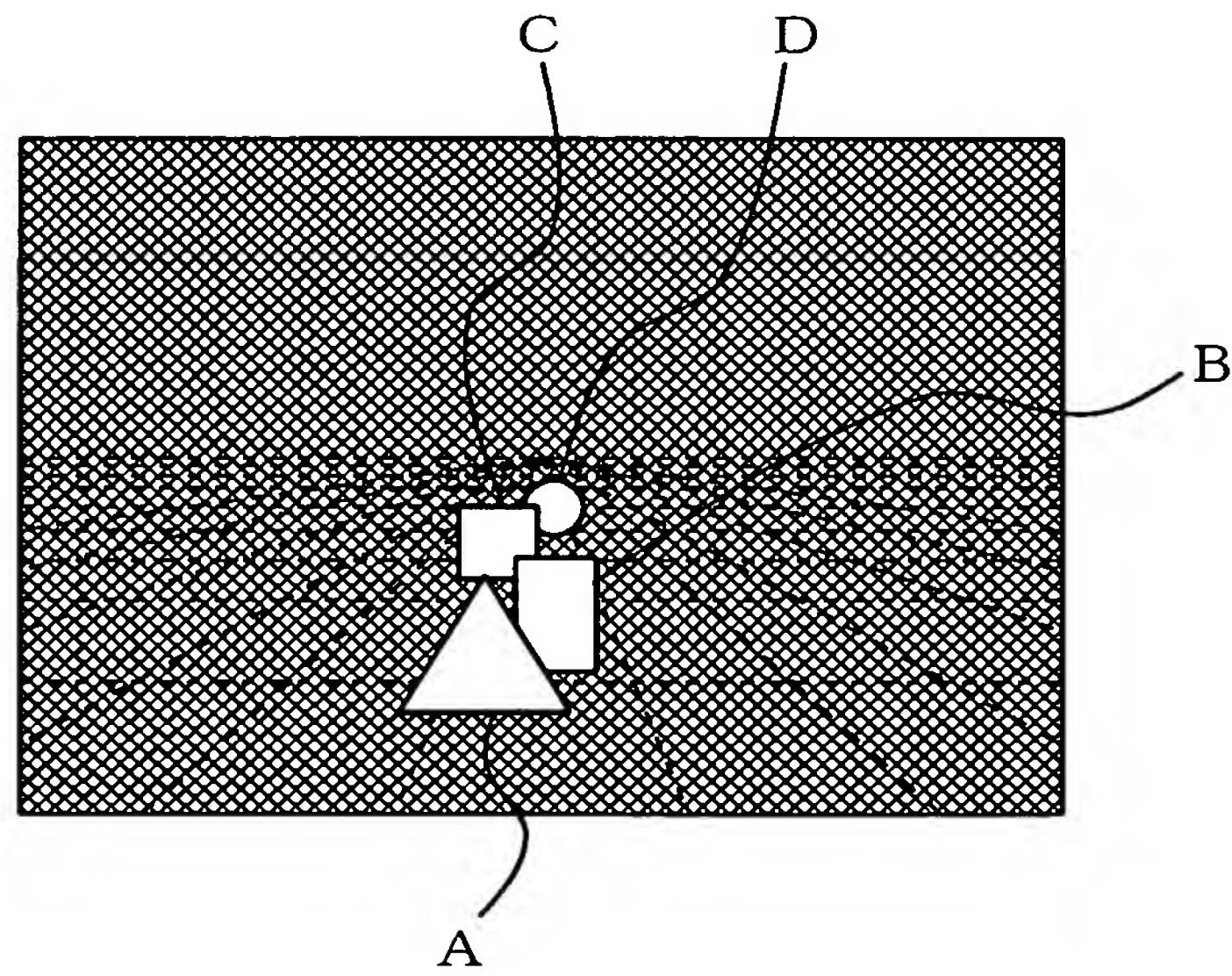


FIG. 14

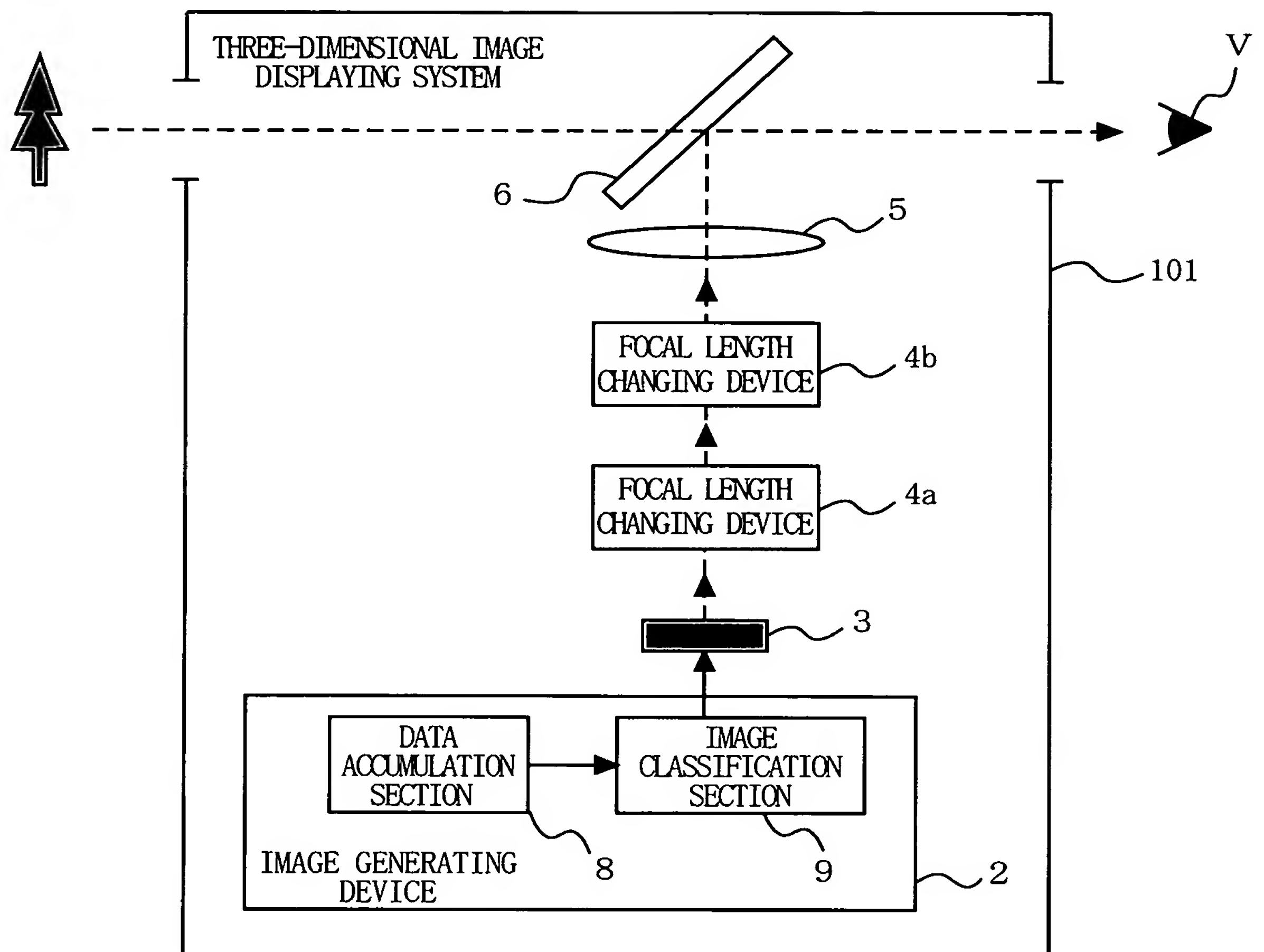


FIG. 15

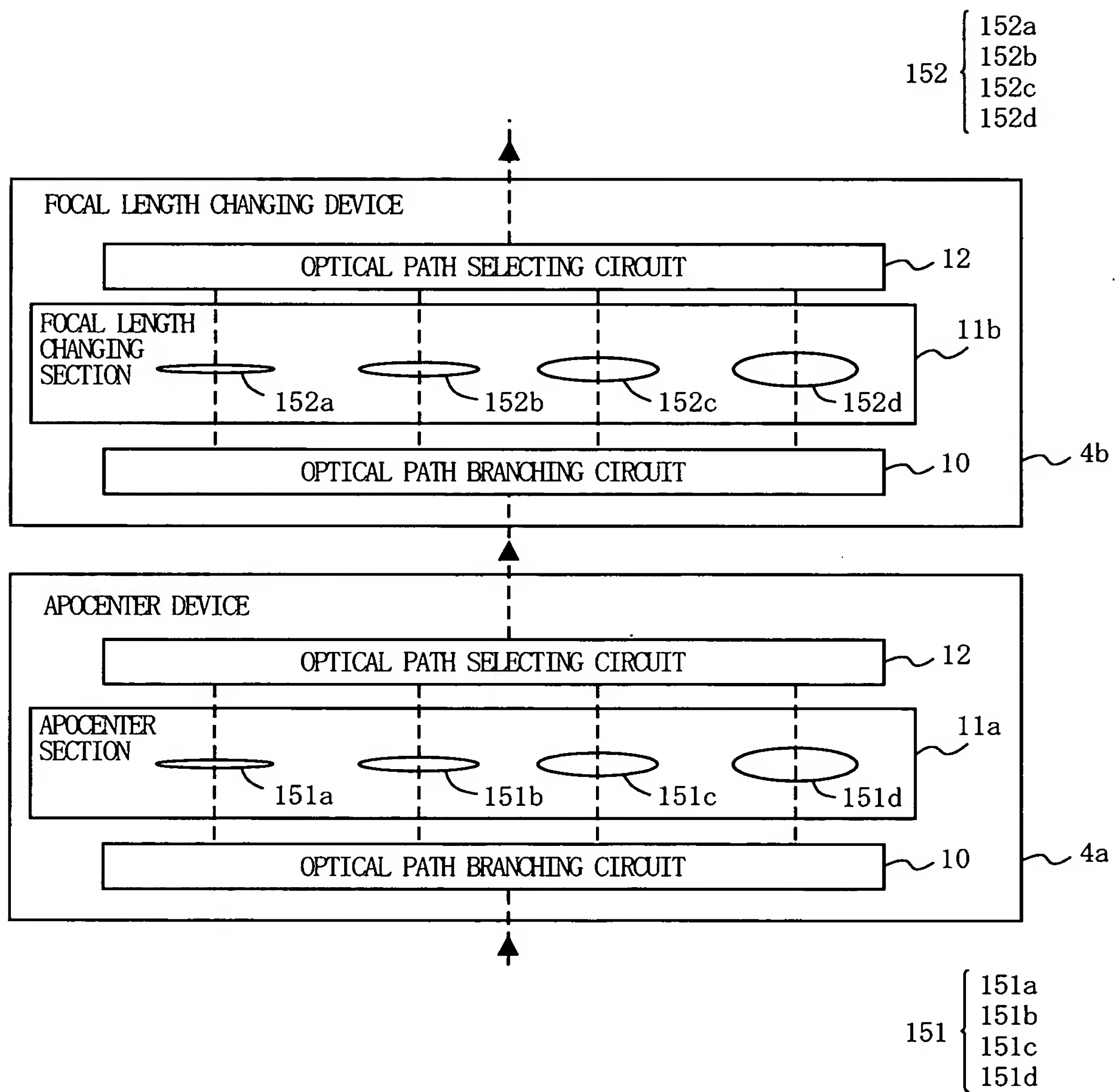


FIG. 16

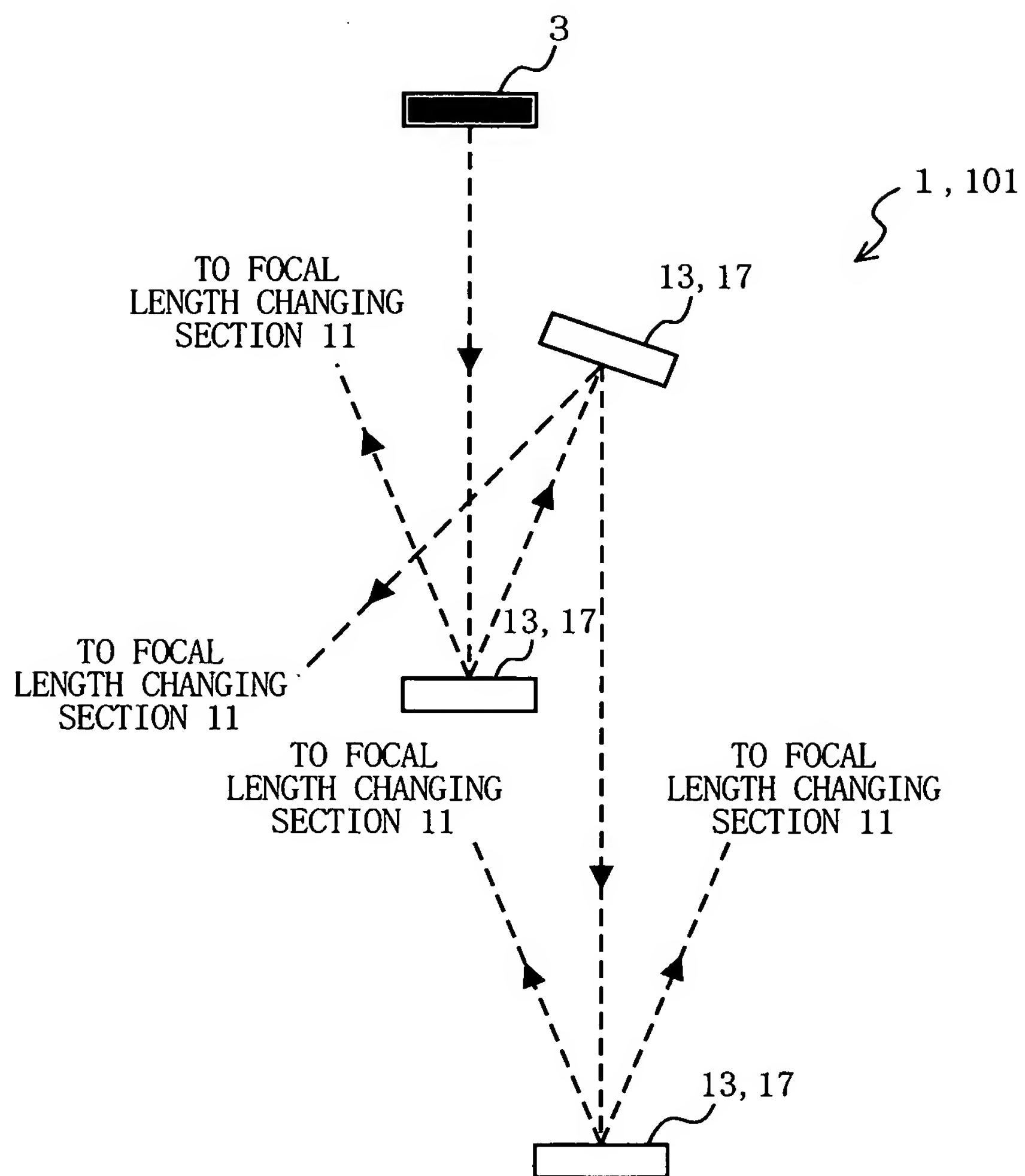


FIG. 17

	QUANTITY OF LIGHT RECEIVED AT VIRTUAL SCREEN (COMPARISON WITH LIGHT SOURCE)			
	VIRTUAL SCREEN FOR SHORT DISTANCE	FIRST MID DISTANCE VIRTUAL SCREEN	SECOND MID DISTANCE VIRTUAL SCREEN	LONG DISTANCE VIRTUAL SCREEN
THREE-DIMENSIONAL IMAGE DISPLAYING SYSTEMS 1, 101	56%	32%	18%	18%
NUMBER OF REFLECTIONS OFF A DMD ELEMENT (BRANCHING + SELECTING)	TWO TIMES	FOUR TIMES	SIX TIMES	SIX TIMES
CONVENTIONAL HALF MIRROR SUPERPOSITION METHOD	50%	25%	13%	13%



FIG. 18

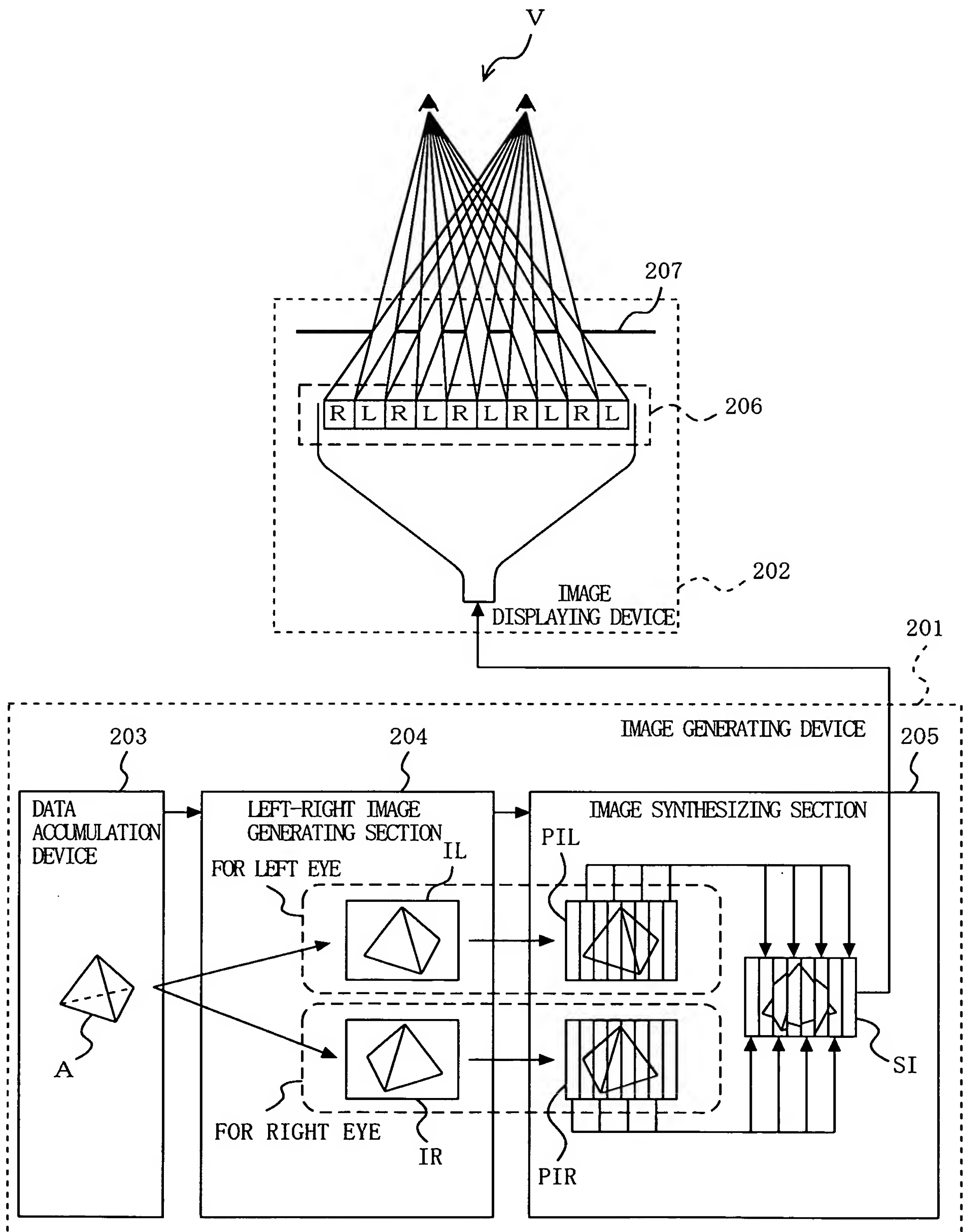


FIG. 19

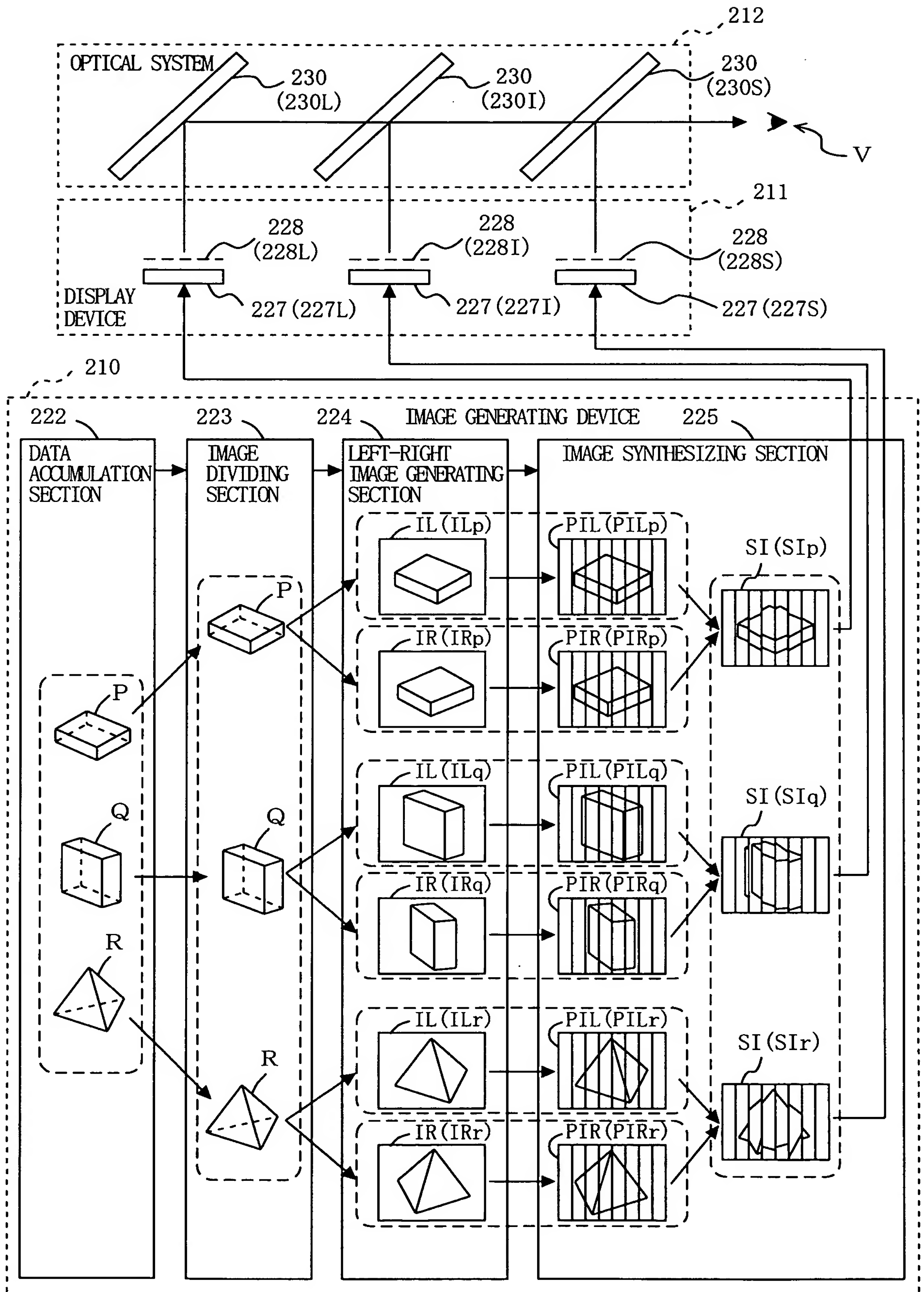


FIG. 20

